

ABSTRACT OF THE INVENTION:

A method that incorporates a detailed, precise procedure of designing a user interface by utilizing agent behavioral models. This method applies quantitative and qualitative agent behavioral models derived through the Categorize Describe-Model (CDM) methodology to the iterative design stage of interface development. The method includes: (1) categorizing at least two users; (2) validating targeted user behaviors and preferences; (3) capturing emergent behaviors and preferences; (4) tracking design requirements and implementations; (5) accommodating diversity in performance and preference during interactive testing; and (6) customizing a user interface design to each of the at least two users.

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